

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) A wireless communication game system utilizing ~~provided~~
~~with~~ a plurality of mobile game units that are capable of communicating with each other by
sending and receiving data by wireless communication, and function as a parent device or a child
device, said plurality of game units include a parent device and a child device, wherein

said parent device includes:

~~a broadcaster for broadcasting a parent device packet including connection~~
~~permitting data that permits a child device which has been disconnected while communicating~~
~~with a parent device to connect to said parent device:~~

a receiver for receiving from a child device a request for a connection to said
parent device including identifying information of said child device;

a sender for setting the identifying information received by said receiver into
connection permitting data into which the identifying information of said child device that is
permitted to be connected to said parent device is set, and continuing to send to said child device
a parent device packet including said connection permitting data as set from a start of the
connection between said parent device and said child device; and

a deleting programmed logic circuitry for deleting said identifying information of
said child device from said connection permitting data for said child device when the
communication with said child device is disconnected for more than a first predetermined time
period; and

said child device includes:

a communication disconnection detector for detecting that the communication

~~between~~ with said parent device is disconnected; and

a restoring ~~meechanism~~ programmed logic circuitry for attempting receiving said parent device packet sent from said parent device when ~~detected by~~ said communication disconnection detector detects that the communication between said parent device is disconnected, and starting communication when the identifying information of said child device is set in said received connection permitting data of said parent device packet.

2. (Canceled)

3. (Canceled)

4. (previously presented) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units for communicating with each other in a communication cycle including a first time slot used by said parent device, and a second time slot having a plurality of sub time slots used by said child device, and wherein

said connection permitting data includes information that designates the sub time slot, out of said plurality of sub time slots, to which said child device is to be restored.

5. (Canceled)

6. (Canceled)

7. (Canceled)

8. (new) A wireless communication game system according to claim 1, wherein said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and said first predetermined time period is longer than said second predetermined time period.

9. (new) A wireless communication game system according to claim 8, wherein said parent device and said child device are units for communicating with each other in a communication cycle including a first time slot used by said parent device, and a second time slot having a plurality of sub time slots used by said child device, and wherein said connection permitting data includes information that designates the sub time slot, out of said plurality of sub time slots, to which said child device is to be restored.

10. (new) A wireless communication game system utilizing a plurality of mobile game units that are capable of executing a communication game by wireless communication in a communication cycle including a first time slot and a second time slot having a plurality of sub time slots, said plurality of game units including a parent device and a child device, wherein said parent device includes:

 a first communication controller for broadcasting a parent device packet in said first time slot and receiving a child device packet in said second time slot;

a receiver for receiving from a child device a request for a connection to said parent device including identifying information of said child device, wherein said parent device packet includes connection permitting data into which identifying information of said child device, for permitting connection to said parent device, is set; and

a parent device packet setting programmed logic circuitry for continuing to set the identifying information received by said receiver into said connection permitting data from a start of the connection between said parent device and said child device, and deleting the identifying information of said child device from the connection permitting data when the communication with said child device is disconnected for more than a first predetermined time period, and

said child device includes:

a second communication controller for sending said child device packet in at least one sub time slot out of said plurality of sub time slots, and receiving said parent device packet in said first time slot,

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet broadcasted from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected, and restarting communication when the identifying information of said child device is set into the connection permitting data of the received parent device packet.

11. (new) A program for wireless communication game tangibly encoded in a machine readable storage medium, said wireless communication game utilizing a plurality of mobile game units that are capable of executing a communication game by sending and receiving data by wireless communication with each other, said plurality of mobile game units including a parent device and a child device,

when one of said game units becomes a parent device, said program makes a processor of said game unit function as:

a receiver for receiving from a child device a request for a connection to the parent device including identifying information of said child device;

a sender for setting the identifying information received by said receiver into connection permitting data to which the identifying information of said child device that is permitted to be connected to the parent device is set, and continuing to send to said child device a parent device packet including said set connection permitting data from a start of the connection between said parent device and said child device; and

a deleting programmed logic circuitry for deleting the identifying information of said child device from the connection permitting data for said child device when the communication with said child device is disconnected for more than a first predetermined time period, and

when another of said game units becomes a child device, said program makes a processor of said another game unit function as:

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device

packet sent from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected, and starting communication when the identifying information of the child device is set in the received connection permitting data of said parent device packet.

12. (new) A program for a wireless communication game system tangibly encoded in a machine readable storage medium, said wireless communication game utilizing a plurality of mobile game units that are capable of executing a communication game by wireless communication in a communication cycle including a first time slot and a second time slot having a plurality of sub time slots, said plurality of mobile game units including a parent device and a child device,

when one of said game units becomes a parent device, said program makes a processor of said game unit function as:

a first communication controller for broadcasting a parent device packet in said first time slot and receiving a child device packet in said second time slot;

a receiver for receiving from a child device a request for a connection to the parent device including identifying information of said child device, wherein said parent device packet includes connection permitting data to which identifying information of said child device for permitting connection to said parent device is set; and

a parent device packet setting programmed logic circuitry for continuing to set the identifying information received by said receiver into said connection permitting data from a start of the connection between said parent device and said child device, and deleting the identifying information of said child device from the connection permitting data when the

communication with said child device is disconnected for more than a first predetermined time period, and

when another of said game units becomes a child device, said program makes a processor of said another game unit function as:

a second communication controller for sending said child device packet in at least one sub time slot out of said plurality of sub time slots, and receiving said parent device packet in said first time slot,

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet broadcasted from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected, and restarting communication when the identifying information of the child device is set in the connection permitting data of the received parent device packet.

13. (new) A machine readable storage medium tangibly recording a program for a wireless communication game utilizing a plurality of mobile game units that are capable of executing a communication game by receiving and sending data by wireless communication, said plurality of game units including a parent device and a child device,

when one of said game units becomes a parent device, said program makes a processor of said game unit function as:

a receiver for receiving from a child device a request for a connection to the parent device including identifying information of said child device;

a sender for setting the identifying information received by said receiver to connection permitting data of said child device that is permitted to be connected to the parent device, and continuing to send to said child device a parent device packet including said set connection permitting data from a start of the connection between said parent device and said child device; and

a deleting programmed logic circuitry for deleting the identifying information of said child device from the connection permitting data for said child device when the communication with said child device is disconnected for more than a first predetermined time period, and

when another of said game units becomes a child device, said program makes a processor of said another game unit function as:

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet sent from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected, and restarting communication when the identifying information of the child device is set in the connection permitting data of the received parent device packet.

14. (new) A machine readable storage medium tangibly recording a program for a wireless communication game utilizing a plurality of mobile game units that are capable of executing a communication game by wireless communication in a communication cycle including a first time slot and a second time slot having a plurality of sub time slots, said

plurality of mobile game units including a parent device and a child device,

when one of said game units becomes a parent device, said program makes a processor of said game unit function as:

a first communication controller for broadcasting a parent device packet in said first time slot and receiving a child device packet in said second time slot, and

a receiver for receiving from a child device a request for a connection to the parent device including identifying information of said child device, wherein said parent device packet includes connection permitting data to which identifying information of said child device for permitting connection to the parent device is set,

a parent device packet setting programmed logic circuitry for continuing to set the identifying information received by said receiver to said connection permitting data from a start of the connection between said parent device and said child device, and deleting the identifying information of said child device from the connection permitting data when the communication with said child device is disconnected for more than a first predetermined time period, and

when another of said game units becomes a child device, said program makes a processor of said another game unit function as:

a second communication controller for sending said child device packet in at least one sub time slot out of said plurality of sub time slots, and receiving said parent device packet in said first time slot,

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet broadcasted from said parent device when said communication disconnection detector

detects that the communication between said parent device is disconnected, and restarting communication when the identifying information of the child device is set in the connection permitting data of the received parent device packet.

15. (new) A game unit implemented as a child device in a wireless communication game system utilizing a plurality of mobile game units that are capable of executing a communication game by sending and receiving data by wireless communication, said plurality of mobile game units including a child device and a parent device, said parent device comprising a receiver for receiving from a child device a request for a connection to said parent device including identifying information of said child device, a sender for setting the identifying information received by said receiver to connection permitting data to which the identifying information of said child device that is permitted to be connected to said parent device is set, and continuing to send to said child device a parent device packet including said set connection permitting data from a start of the connection between said parent device and said child device, and a deleting programmed logic circuitry for deleting the identifying information of said child device from the connection permitting data when the communication with said child device is disconnected for more than a first predetermined time period, the game unit implemented as a child device comprising:

a communication disconnection detector for detecting that the communication with said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected, and restarting communication when

the identifying information of said child device is set in the connection permitting data of the received parent device packet.

16. (new) A game unit implemented as a child device in a wireless communication game system utilizing a plurality of mobile game units that are capable of executing a communication game by wireless communication in a communication cycle including a first time slot and a second time slot having a plurality of sub time slots, said plurality of mobile game units including a child device and a parent device, said parent device comprising a first communication controller for broadcasting a parent device packet in said first time slot and receiving a child device packet in said second time slot, and a receiver for receiving from a child device a request for a connection to said parent device including identifying information of said child device, wherein said parent device packet includes connection permitting data to which identifying information of said child device for permitting to connect to said parent device is set, and further comprising a parent device packet setting programmed logic circuitry for continuing to set the identifying information received by said receiver to said connection permitting data from a start of the connection between said parent device and said child device, and deleting the identifying information of said child device from the connection permitting data for said child device when the communication between said child device is disconnected for more than a first predetermined time period, the game unit implemented as a child device comprising:

a second communication controller for sending said child device packet in at least one sub time slot out of said plurality of sub time slots, and receiving said parent device packet in said first time slot,

a communication disconnection detector for detecting that the communication with

said parent device is disconnected, and

a restoring programmed logic circuitry for attempting receiving said parent device packet broadcasted from said parent device when said communication disconnection detector detects that the communication between said parent device is disconnected and restarting communication when the identifying information of said child device is set in the connection permitting data of the received parent device packet.

17. (new) A wireless communication game system according to claim 10, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

18. (new) A program according to claim 11, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

19. (new) A program according to claim 12, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

20. (new) A machine readable storage medium according to claim 13, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

21. (new) A machine readable storage medium according to claim 14, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

22. (new) A game unit according to claim 15, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

23. (new) A game unit according to claim 16, wherein:

said communication disconnection detector of said child device detects that the communication with said parent device is disconnected for more than a second predetermined

time period, and

said first predetermined time period is longer than said second predetermined time period.

24. (new) A method of controlling a wireless communication game system utilizing a plurality of mobile game units, including a parent device and a child device, that are capable of communicating with each other by sending and receiving data by wireless communication, the method comprising:

controlling the parent device so that the parent device performs:

receiving from a child device a request for a connection to said parent device
including identifying information of the child device;

setting the received identifying information into connection permitting data into which the identifying information of said child device that is permitted to be connected to said parent device is set;

continuing to send to said child device a parent device packet including said connection permitting data as set from a start of the connection between said parent device and said child device; and

deleting said identifying information of said child device from said connection permitting data for said child device when the communication with said child device is disconnected for more than a first predetermined time period: and

controlling the child device so that the child device performs:

detecting that the communication with said parent device is disconnected; and

attempting to receive said parent device packet sent from said parent device upon detection that the communication with said parent device is disconnected; and

starting communication when the identifying information of the child device is set in said received connection permitting data of said parent device packet to thereby restore communication between the parent and child devices.

25. (new) A method according to claim 24, wherein said child device detects that the communication with said parent device is disconnected for more than a second predetermined time period, and

said first predetermined time period is longer than said second predetermined time period.

26. (new) A method according to claim 24, wherein

said parent device and said child device communicate with each other in a communication cycle including a first time slot used by said parent device, and a second time slot having a plurality of sub time slots used by said child device, and wherein

said connection permitting data includes information that designates the sub time slot, out of said plurality of sub time slots, to which said child device is to be restored.